

SHINING FORCE™

Now available
on Sega™ Genesis™

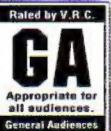
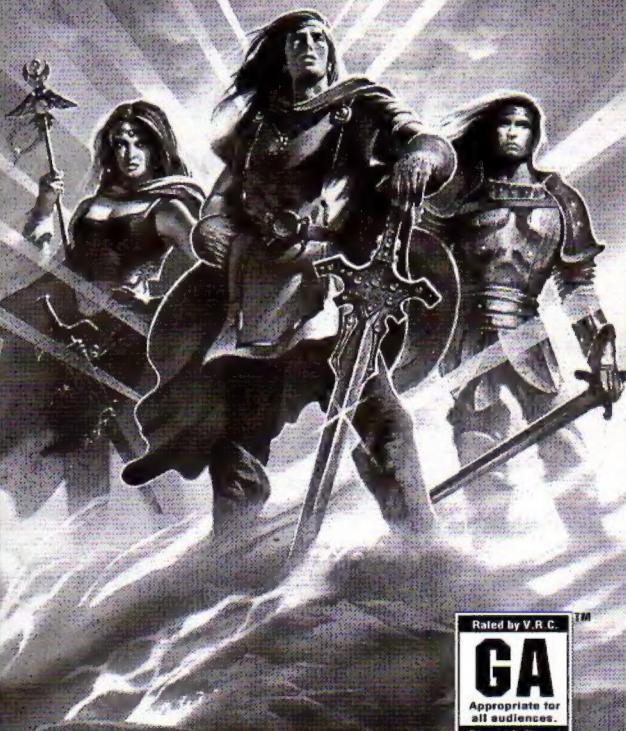
SEGA™

GAME GEAR INSTRUCTION MANUAL



SHINING FORCE

THE SWORD OF HAJYA



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EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

FRENCH INSTRUCTIONS

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

SEGA'S GAMEPLAY HOTLINE

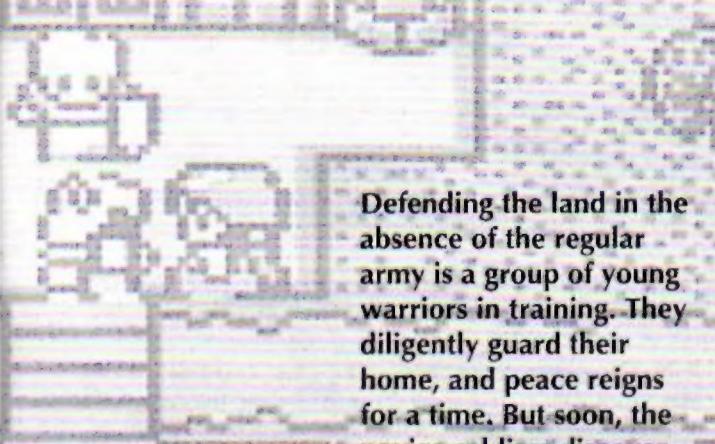
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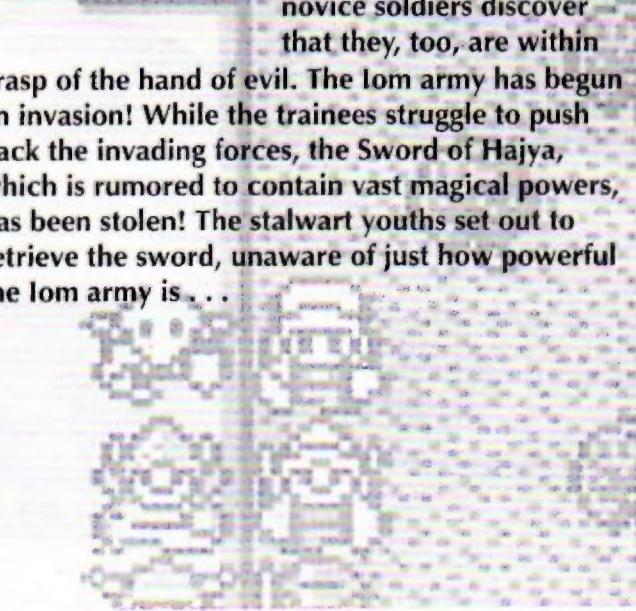
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PROLOGUE

Three months have passed since Prince Nick and his group began their expedition. Their land, known as Cypress, was taken over by Warderer, the leader of the lom army. That fierce battle, in which Nick lost the use of his right hand, was only the beginning. The lom army is ruthless and very ambitious. Knowing this, Prince Nick must set off with his team to defeat the Evil lom and regain the land of Cypress.



Defending the land in the absence of the regular army is a group of young warriors in training. They diligently guard their home, and peace reigns for a time. But soon, the novice soldiers discover that they, too, are within



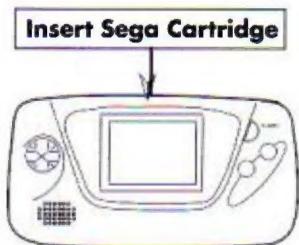
grasp of the hand of evil. The lom army has begun an invasion! While the trainees struggle to push back the invading forces, the Sword of Hajya, which is rumored to contain vast magical powers, has been stolen! The stalwart youths set out to retrieve the sword, unaware of just how powerful the lom army is . . .

STARTING UP

1. Set up your Sega™ Game Gear™ System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Shining Force: The Sword of Hajya™* cartridge into the Game Gear.
3. Turn the power switch ON. In a few moments, the *Shining Force: The Sword of Hajya* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Shining Force: The Sword of Hajya* is a 1 Player game.



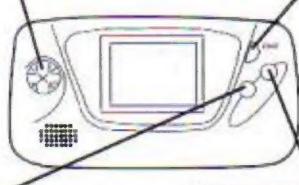
TAKE CONTROL!

Directional Pad (D-Pad)

- Moves your character
- Highlights options in selection screens

Start Button

- Starts the game



Button 1

- Cancels selections
- Accesses Strategy mode

Button 2

- Enters selections
- Advances through messages

GETTING STARTED



Press the Start Button when the Title screen appears. The storyteller asks if you'd like to read the story with her.

When START appears in the top right corner of the screen, press Button 2.

**Notes**

1. Press Start when the storyteller begins to tell the story.
2. If you don't press Start at the Title screen, the Sega logo reappears.

OPTIONS MENU

If you haven't saved any games, START is the only option that appears. Once you've saved data in one of the memory files, the CONT (Continue), DEL (Delete) and COPY options are available.

Save File

Now you need to choose a file in which to store your adventures. Place the cursor around the desired file and press Button 2. To resume a saved game, see "Resuming an Adventure" on page 7.

Name Entry

The Name Entry screen appears next. Use the D-Pad to place the cursor around a character, then press Button 2 to enter that character in the name. To change a character, select DEL with the D-Pad and press Button 2. Move the cursor to END and press Button 2 when you're done.

**Resuming an Adventure**

Press the Start Button at the Title screen, then select CONT when the Options Menu appears. If there are several adventures saved, choose the one you wish to continue.

Transferring/Erasing Data

If you wish to move an adventure from one of the saved files to another, select COPY. Choose the number of the file in which the adventure is currently saved, then choose the number of the file to which you want to transfer the data. This can only be done when you have fewer than three games saved.

To erase unwanted data, select DEL, then use the D-Pad to choose the saved file you want to empty. Press Button 2 to erase.

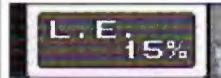
BATTLE SCREEN

Screen Signals



1. Land Effect indicator shows how current terrain affects your character's movement.
2. Shows current status of selected character (Name, Hit Points and Magic Points).
3. Displays commands used during battle.

About Terrain



You will have to negotiate many different types of terrain during your journey. The L.E. (Land Effect) indicator shows how the current terrain hinders your character's movement. The higher the percentage displayed, the more your character is affected.

Battle Commands

You control each of your characters in turn. Use the D-Pad to select a command, then press Button 2.



BTL (Attack): Attack by selecting an enemy that's within striking distance.

MGC (Magic): Cast a spell by using the D-Pad to select it, then pressing the D-Pad LEFT or RIGHT to determine its strength.

ITM (Items): For this command, there are four subcommands:



- **USE**: Use one of your character's items. After selecting USE, select the item to be used.
- **GIV** (Give): Select the item you want to give away, then select the character to whom you'll give the item. The character giving the item and the character receiving it must be next to each other.
- **EQP** (Equip): Equip the character with an item.
- **DRP** (Drop): Throw away an item your character no longer needs.

STY (Stay): This signifies the end of a character's turn without making a move.

CHK (Check): Use this command when your character is standing in front of a treasure chest.

Strategy Mode

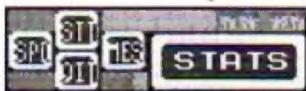
When it is one of your characters' turn, press Button 1 to enter Strategy mode. A white cursor appears around the character whose turn has come. Press and hold the D-Pad in any direction to look at the surrounding area.



To check the status window of any character in the scene, move the cursor to that character and press Button 2. Press again to close the status window.

Special Subcommands

After entering Strategy Mode, press the D-Pad to move the cursor to a spot not occupied by any character, then press Button 2. Four helpful subcommands appear:



STT (Status): Check the overall status of the selected character.

SPD (Speed): Adjust the speed of game action by pressing the D-Pad LEFT or RIGHT.

MES (Message): Choose whether or not messages will appear during battle scenes.

QIT (Quit): Save your current journey to continue play at another time.

Experience and Promotions

All characters are awarded Experience Points as they attack/defeat enemies, use Magic and perform other actions while advancing through the game. Amassing 100 Experience Points raises a character's level by one.

Once a character has reached Level 10, he or she can be promoted to a higher rank. This promotion allows the character to use more powerful Weapons that weaker characters can't use.

VILLAGE COMMANDS



During your adventure, you will come across many Villages. In each Village you can save the data from your adventure, purchase items in the Shop, and take care of other important tasks. Select the place you want to go to using the D-Pad, then press Button 2. (Pressing Button 1 moves the cursor to EXIT.)

The Shop

You can purchase weapons and items at the Shop. Use the D-Pad to select one of four commands:



BUY: Buy something you might need on your journey. Browse through the weapons and items and their prices, and check the number of Gold Coins you have. Once you've decided on something, select it with the D-Pad and press Button 2. Next, select the character who will carry the weapon or item.

SEL (Sell): Receive gold for a weapon or item you no longer want. Select a character, then select a weapon or item to sell.

DLS (Deals): The Shopkeeper sometimes gets his hands on special or used weapons or items. If you're interested, you can purchase these using the same steps as for BUY.

FIX: Have a damaged weapon serviced. Select the character whose weapon needs work and press Button 2.

Camp

This is where the characters in your group prepare for battle. You can save data, heal characters who have been injured, select/change the characters who will battle, and prepare weapons and items to be carried on the journey.



HLP (Help): Make sure all your characters are ready for battle.

There are four subcommands, as follows:

- **RAS (Raise):** Bring back a character who is resting from exhaustion.
- **CUR (Cure):** Cure characters who have been cursed or poisoned.
- **PRM (Promotion):** Upgrade characters who have reached Level 10 or above.
- **STT (Status):** Check a character's overall status. Choose the character you want to check and press Button 2. (See page 14 for more information on Status.)

CNC (Change): You can have a total of 12 characters in your battle group, including the hero. To change active members, first select the one you want to remove, then select the one you want to join the battle group.

ITM (Item): Each character can carry up to four items. There are four subcommands:

- **USE:** Select items that can be used.
- **GIV (Give):** Select an item to give to another character.
- **EQP (Equip):** Equip a weapon or item.
- **DRP (Drop):** Throw away unneeded weapons or items.

SAV: Save the data from your current adventure. This is a good idea, especially before heading into battle. Should you encounter trouble, you can always come back and try again.

Exit

Once all preparations have been made, leave the village and head for the battle that awaits you.

USING THE STATUS SCREENS

There are two types of Status screens. One can be selected while in camp, and the other can be viewed during battle.

Camp Screen

While in a village, select CAMP with the D-Pad and press Button 2. Then select HLP and press Button 2. Finally, select STT and press Button 2 again. Choose the character whose status you wish to review using the D-Pad. The following information is displayed:



- Character's Name
 - Character's Class
 - Current Level
 - Weapon Currently Equipped
- HP** Hit Points
MP Magic Points
AT Attack Points
DF Defense Points
AG Agility Points
MV Range of Movement

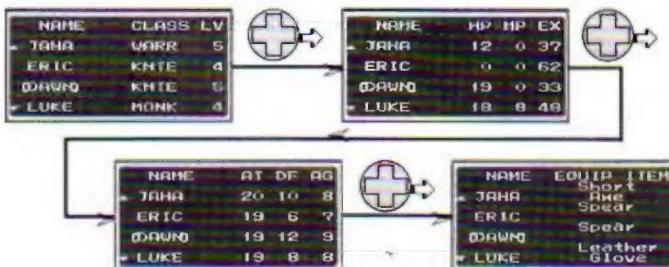
Battle Screen

Enter Strategy mode as explained on page 10, select STT and press Button 2. There are two ways to view the status of the members of your team:

| NAME | AT | DF | AG |
|-------|----|----|----|
| JAHAA | 20 | 10 | 8 |
| ERIC | 19 | 6 | 7 |
| DRAWN | 19 | 12 | 9 |
| LUKE | 19 | 8 | 9 |

GOLD 880

- Place the brackets around the name of the character whose status you want to check and press Button 2. Information is displayed as shown.
- Four names can appear at one time. Use the D-Pad to scroll UP and DOWN the list. Press the D-Pad to the RIGHT to bring up new information as shown:



CLASS

Whether or not a weapon can be equipped and used depends in part on the class of the character. Be sure to choose the most powerful weapon your character can use.

| CLASS | WEAPON |
|-----------------|-------------|
| Hero/Airman | Sword |
| Horseman | Lance/Spear |
| Soldier | Axe |
| Priest/Sorcerer | Staff/Rod |
| Archer/Ranger | Bow |
| Monk/Manbeast | Glove |

THE SHINING FORCE



THE HERO (YOU)
Race: Human
Class: Swordsman



NATASHA
Race: Human
Class: Sorceress



JAHA
Race: Dwarf
Class: Soldier



ERIC
Race: Centaur
Class: Horseman



LUKE
Race: Giant
Class: Monk



DAWN
Race: Centaur
Class: Horseman

As you forge on toward the confrontation with the Iom army, you'll meet others who'll join your crusade. Learn their class, weapon and skills as you travel with them.

IOM

These are the most powerful members of the evil group that plundered the prized Sword of Hajya. They have monsters at their disposal, as well as magical powers. You must defeat them to recover the Sword of Hajya!



BARBARA



WARDERER



SOLO



GORDON



HINDEL

TACTICAL TIPS

- Each time you visit a village, be sure to restore all characters to their best possible conditions.
- Make sure all characters have the most powerful weapons they can use, and that you have plenty of healing items.
- When characters bunch together, they become an easy target for enemies with Magic powers. Keep your characters safely spaced out whenever possible.
- The SRC (Search) command appears when one of your characters is standing in front of a treasure chest. Don't miss this chance to acquire an item. You never know what you might find!

WEAPONS

| NAME | GOLD | RNG | WHO CAN EQUIP? | CURSE |
|----------------|------|-----|-------------------|-------|
| Short Sword | 100 | 1 | Swordsman/Airman | No |
| Middle Sword | 180 | 1 | Swordsman/Airman | No |
| Long Sword | 350 | 1 | Swordsman/Airman | No |
| Steel Sword | 680 | 1 | Swordsman/Airman | No |
| Broad Sword | 1200 | 1 | Hero/Birdman | No |
| Critical Sword | ???? | 1 | Hero/Birdman | No |
| Katana | ???? | 1 | ? | No |
| Shining Sword | ???? | 1 | Hero | No |
| Sword of Hajya | ???? | 1 | ? | No |
| Dark Sword | ???? | 1 | Hero/Birdman | Yes |
| <hr/> | | | | |
| Wooden Arrow | 80 | 2 | Archer/Ranger | No |
| Iron Arrow | 110 | 2 | Archer/Ranger | No |
| Steel Arrow | 300 | 2 | Archer/Ranger | No |
| Robin's Arrow | 700 | 2-3 | Archer/Ranger | No |
| Assault Shell | ??? | 2-3 | Sniper/Bow Knight | No |
| Great Shot | ??? | 2-3 | Sniper/Bow Knight | No |
| Buster Shot | ??? | 2-3 | Sniper/Bow Knight | No |
| <hr/> | | | | |
| Bronze Lance | 250 | 1 | Horseman | No |
| Steel Lance | 400 | 1 | Horseman | No |
| Chrome Lance | 1500 | 1 | Paladin | No |
| Halberd | ???? | 1 | Paladin | No |
| Evil Lance | ???? | 1 | Paladin | Yes |
| <hr/> | | | | |
| Spear | 120 | 1-2 | Horseman | No |
| Power Spear | 780 | 1-2 | Horseman | No |
| Valkyrie | ??? | 1-2 | Paladin | No |

WEAPONS (CONT.)

| NAME | GOLD | RNG | WHO CAN EQUIP? | CURSE |
|----------------|------|-----|-----------------|-------|
| Short Axe | 120 | 1 | Soldier | No |
| Hand Axe | 200 | 1 | Soldier | No |
| Middle Axe | 380 | 1 | Soldier | No |
| Battle Axe | 800 | 1 | Soldier | No |
| Heat Axe | 1600 | 1 | Warrior | No |
| Great Axe | ???? | 1 | Warrior | No |
| Atlas Axe | ???? | 1 | Warrior | No |
| Evil Axe | ???? | 1 | Warrior | Yes |
| <hr/> | | | | |
| Wooden Rod | 60 | 1 | Sorcerer/Priest | No |
| Bronze Rod | 140 | 1 | Sorcerer/Priest | No |
| Iron Rod | 240 | 1 | Sorcerer/Priest | No |
| Power Stick | 600 | 1 | Sorcerer/Priest | No |
| Flail | 1400 | 1 | Priest | No |
| Guardian Staff | 3200 | 1 | Wizard/Pastor | No |
| Holy Staff | ???? | 1 | Pastor | No |
| Demon Rod | ???? | 1 | Wizard/Pastor | Yes |
| <hr/> | | | | |
| Leather Glove | 180 | 1 | Monk | No |
| Power Glove | 500 | 1 | Monk | No |
| Thorn Glove | 1200 | 1 | Master Monk | No |
| Iron Claw | ???? | 1 | Master Monk | No |
| Evil Claw | ???? | 1 | Master Monk | Yes |

ITEMS

| NAME | GOLD | EFFECT | CURSE |
|-----------------|------|---|-------|
| Medical Herb | 10 | MAX 10 HP restored | No |
| Healing Seed | 200 | MAX 20 HP restored | No |
| Antidote | 20 | Cures effects of poison | No |
| Angel Wing | 40 | Returns all members to camp | No |
| Healing Rain | ??? | Same as Aura level 4 | No |
| <hr/> | | | |
| Power Water | ??? | 2- to 4-point increase in attack strength | No |
| Protect Milk | ??? | 2- to 4-point increase in defensive ability | No |
| Quick Chicken | ??? | 2- to 4-point increase in quickness | No |
| Running Pimento | ??? | 2- to 4-point increase in agility | No |
| Cheerful Bread | ??? | 2- to 4-point HP restored | No |
| <hr/> | | | |
| Power Ring | ??? | 10-point increase in attack strength | No |
| Protect Ring | ??? | 10-point increase in defensive ability | No |
| Quick Ring | ??? | 10-point increase in quickness | No |
| Running Ring | ??? | Range-of-movement increase of 2 | No |
| White Ring | ??? | 15-point increase in defensive ability | No |
| Black Ring | ??? | 15-point increase in attack strength | Yes |
| Evil Ring | ??? | 15-point increase in attack strength | Yes |

MAGIC

| SPELL | LVL | AFFECTS | MP | EFFECT |
|-------------------------------------|-----|-------------|----|------------------|
| Blaze | 1 | 1 Enemy | 2 | MAX 6 HP damage |
| | 2 | All Enemies | 5 | MAX 10 HP damage |
| | 3 | All Enemies | 8 | MAX 15 HP damage |
| | 4 | 1 Enemy | 8 | MAX 40 HP damage |
| <hr/> | | | | |
| Balls of fire rain down on enemies. | | | | |

MAGIC (CONT.)

| SPELL | LVL | AFFECTS | MP | EFFECT |
|---|-----|-------------|----|-------------------------|
| Freeze | 1 | 1 Enemy | 3 | MAX 10 HP damage |
| | 2 | All Enemies | 7 | MAX 12 HP damage |
| | 3 | All Enemies | 10 | MAX 18 HP damage |
| | 4 | 1 Enemy | 10 | MAX 50 HP damage |
| Surrounds enemy/enemies with freezing cold. | | | | |
| Bolt | 1 | All Enemies | 8 | MAX 14 HP damage |
| | 2 | All Enemies | 15 | MAX 16 HP damage |
| | 3 | All Enemies | 20 | MAX 25 HP damage |
| | 4 | 1 Enemy | 20 | MAX 60 HP damage |
| Powerful lightning bolt zaps enemies. | | | | |
| Heal | 1 | 1 Member | 3 | MAX 15 HP restored |
| | 2 | 1 Member | 5 | MAX 15 HP restored |
| | 3 | 1 Member | 10 | MAX 30 HP restored |
| | 4 | 1 Member | 20 | ALL HP restored |
| Aura | 1 | All Members | 7 | MAX 15 HP restored |
| | 2 | All Members | 11 | MAX 15 HP restored |
| | 3 | All Members | 15 | MAX 30 HP restored |
| | 4 | All Members | 18 | ALL HP restored |
| Restores HP to one or more members. | | | | |
| Detox | 1 | 1 Member | 3 | Cures poisoning |
| | 1 | All Members | 8 | Returns members to camp |

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SHINING FORCE NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

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If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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